

Detective Norman Wright

Occupation: Police Detective

Drive: Curiosity

You're a local police detective, in it for the mysteries. A fan of detective fiction and puzzle games of all sorts, you love a good question and the search for a good answer. Your devotion to your job, then, isn't out of revenge or a need to judge people, but a selfindulgent interest in solving crimes rather than fighting criminals. You're a capable cop, and you've fired your gun, but your wits are stronger than your fists and you know it.

You met Thomas Fell a couple of years ago, when he helped you out on a case of missing antiques from a robbery/homicide case in town. Thomas posed as a buyer for the thieves in a sting operation you designed. You felt like a real policeman, that day.

Since then, you've been friends with Thomas because of your shared enthusiasm for the stories behind things—the tales of how objects come to be in the hands of their current owners, for example. He's a curious man selling curios, and that leads to good conversations. Still, you don't spend that much time with him, just a visit to his house now and again, but if he's in a rough patch, you'll return his favor by using your job to help him out. You wouldn't break the law for Thomas Fell, but you'd devote on-duty time to making sure he's all right.

When Makepeace called and went so far as to say he was *missing*, well, you were intrigued. Thomas is no misfit, so he can't be in too much trouble. But what has he gotten himself into that he'd go missing for a few days? You called around to dig up some information and ended up getting the attention of his sons—more trouble than you meant to stir up, but what's done is done. If they can help you solve the case of the missing antiquarian, that's just fine.

Pillars of Sanity:

- The innate goodness of people. Crime makes people bad, which leads to more crime, but people are inherently good.
- Patriotism. America is an exemplary nation, admirable and true.
- Love for Chicago, your home town. A hard-working, American town.
- Law. When people abide by society's codes, we can be a great people.

Sources of Stability: Captain George Gough (your precinct captain, a weathered old dog of a man who has kept his sense of humor through dark times), Thomas Fell (a good local soul who helped you handle the estate sale when your parents died—you've since become friends).

Investigative Abilities: Assess Honesty 6, Cop Talk 4, Credit Rating 3, Evidence Collection 4, Forensics 2, Interrogation 6, Law 2, Outdoorsman 2

General Abilities: Athletics 12, Driving 4, Firearms 14, Health 11, Mechanical Repair 4, Sanity 12, Stability 8, Scuffling 10, Sense Trouble 14, Stealth 6

TRAIL OF CTHULHU

BY KENNETH HITE

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

¹ In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

² Occupational abilities are half price. Mark them with a * before assigning points.

³ Hit Threshold is 3, 4 if your Athletics is 8 or higher

⁴ These General abilities double up as Investigative abilities

⁴ Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

⁵ In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

⁶ Assign one language per point, during play. Record them here.

⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

Investigator Name: *Norman Wright*

Drive: Curiosity

Occupation:² Police Detective

Occupational benefits:

Description:

Build Points:

SOURCES OF STABILITY:

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Academic Abilities

Accounting

Anthropology

Archaeology

Architecture

Art History

Biology

Cthulhu Mythos⁴

Cryptography

Geology

History

Languages⁶

Law 2

Library Use

Medicine

Occult

Physics

Theology

Interpersonal Abilities

Assess Honesty 6

Bargain

Bureaucracy

Cop Talk 4

Credit Rating 3

Flattery

Interrogation 6

Intimidation

Oral History

Reassurance

Streetwise

General Abilities

Athletics 12

Conceal

Disguise⁴

Driving 4

Electrical Repair⁴

Explosives⁴

Filch

Firearms⁵ 14

First Aid

Fleeing⁷

Health⁹ 11

Hypnosis⁸

Mechanical Repair⁴ 4

Piloting

Preparedness

Psychoanalysis

Riding

Sanity⁹ 12

Stability⁹ 8

Scuffling 10

Sense Trouble 14

Shadowing

Stealth 6

Weapons

CLUES

Description	Location	Leads to

CONTACT DETAILS

Name	Location	Notes

WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes

EQUIPMENT

Description	Cost	Notes

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS